

SHINING TIME STATION

EPISODE #18
"MAPPING IT OUT"

SHOOTING SCRIPT

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From characters and series storyline
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DIRECTED BY: GREGORY LEHANE

c Quality Family Entertainment Inc., 1988

SCENE 1
(MAINSET)

(OPEN ON: LOST AND FOUND)

(C.U.: ON RABBIT WHO IS SNIFFING HIS
WAY AROUND THE LUGGAGE)

(PULL BACK: REVEAL MATT AND TANYA
ENTERING FROM STREET. THEY POINT,
SPOTTING RABBIT)

MATT:

Look!

(MATT AND TANYA RUN OVER TO "LOST
AND FOUND")

MATT: (CONTD)

Wow! What's it doing
here?

TANYA:

Maybe it came in from
outside. Or maybe
somebody left it here
by mistake.

(HARRY STICKS HIS HEAD OUT OF WORKSHOP)

HARRY:

That you, Tanya?

TANYA:

Grandpa, look! We found
a rabbit!

SCENE 1 (CONTD)

HARRY:

Whoa, not so loud.

You don't want to

scare it. Say,

I've got an idea --

(HARRY DISAPPEARS INTO WORKSHOP,
AS ...)

(STACY ENTERS FROM PLATFORM)

MATT:

AUNT STA -- !

(CATCHES HIMSELF, WHISPERS)

Aunt Stacy! Look!

(HARRY ENTERS FROM WORKSHOP AND
CARRIES CAGE TO LOST AND FOUND)

HARRY:

See if he'll fit
in here. This way we
can keep him safe until
we find his owner.

(HARRY PLACES THE RABBIT INTO
THE CAGE)

TANYA:

Perfect.

(STACY JOINS KIDS AS THEY CARRY
RABBIT OVER TO TICKET BOOTH)

MATT:

Can we keep it?

SCENE 1 (CONTD)

STACY:

Maybe, if nobody comes
to claim him. But
meanwhile we must
take good care of him,
you know.

MATT:

We will! We promise.

*
*
*
*
*
*

PEPE: (O.S.)

Excuse me...?

SCENE 1 (CONTD)

(PEPE SANTANA ENTERS HESITANTLY
FROM STREET WEARING TRADITIONAL
ANDEAN GARB. SAYING NOTHING, HE
CROSSES TO STACY AND HANDS HER A
SLIP OF PAPER)

(STACY TAKES PAPER, READS IT,
REACTS, SMILES AT PEPE AND HOLDS
UP ONE FINGER MEANING, "ONE
MOMENT")

(STACY LEADS PEPE FORWARD TO
HARRY)

*

*

*

STACY:

(CONSULTS PIECE OF PAPER)

Harry, this is Pepe
Santana, and he wants
to get to Farmer's
Dell.

MATT:

Aunt Stacy! I know
how to get there!

(INTENSE THOUGHT)

Um ... you take the
Loom Key local --

SCENE 1 (CONTD)

TANYA:

No you don't. You take
the express to Spotsville.

*
*
*
*
*
*

MATT & TANYA:

No! Wait a minute -- !

HARRY:

Hold it.

(AFTER TANYA AND MATT PIPE DOWN,
HARRY TAKES PEPE ASIDE, SPEAKING
TO HIM TOO LOUDLY, AS THOUGH HE
WERE DEAF. HE ALSO MIMES, WITH
HANDS AND ARMS, A TRAIN OR BUS --
OR RIDING ON EACH)

SCENE 1 (CONTD)

HARRY: (CONTD)

You take the local to
Buttertown. Change
for the northbound to
Turley, and at Turley
you catch a bus to
Farmer's Dell. You
got that?

PEPE:

I think so. Could
you write it down,
please?

HARRY:

Oh. Yeah. Sorry.

(HARRY WRITES THE NAMES ON THE
PAPER)

*

*

*

*

*

SCENE 1 (CONTD)

(PEPE TAKES PAPER FROM HARRY,
NODS AND WAVES THANKS)

HARRY:

You're welcome.

Platform's that

way --

(PEPE WAVES THANKS AND EXITS)

(HARRY TURNS AND MARCHES TOWARD
WORKSHOP)

STACY:

We do need some kind of

Railroad system map

around this place.

*

*

*

*

*

SCENE 2 (C) (CONTD)

STACY:

* Maps are wonderful.
Oh, yes! When we
* look at one, , it's
like we're above the
whole countryside.
We can see where
everything is at
once -- towns, lakes,
mountains -- even
railroad stations!
Like a bird sees when
it flies.

*

* (SPFX: MR. CONDUCTOR LEANS
* JAUNTILY AGAINST UPRIGHT. HE
* LETS AN ELECTRIC YO-YO UNWIND
* ON ITS STRING)

SCENE 2 (C) (CONTD)

HARRY:

Howdy, Mr. Conductor.
You might even know
this map. Covers the
whole Indian Valley
Railroad. Problem
is, it must be fifty
years out of date.

MR. C:

Fifty-six, actually.
I remember when it
was new.

STACY:

Say, kids, why don't
* you trace a new map
* over this old one, and we'll
bring it up to date?

MATT:

Can we!?

(MATT RUNS TO INFO BOOTH FOR
PAPER AND PENS, AS EVERYONE
CROWDS AROUND MAP)

(MR. CONDUCTOR STANDS ON INFO
DESK)

SCENE 2(C) (CONTD)

(HARRY GOES BACK TO WORKSHOP)

MATT:

Mr. Conductor, do
the engines ever
need maps on the
Island of Sodor?
Do they get lost?

MR. C:

Well, if they
stay on the
tracks, it's
rather

(MORE)

SCENE 2 (C) (CONTD)

MR. C: (CONTD)

hard for engines to
actually get lost.
But they can some-
times find themselves
running away down the
tracks when they don't
expect to. I can tell
you how it happened.

Thomas --

(SFX: WHISTLE INTO THOMAS)

(SPFX: THOMAS INTRO FX)

SCENE 3 (T)

(VTPB: THOMAS EPISODE #36.
THE RUNAWAY)

SCENE 4 (C)
(MAINSET)

(THE KIDS ARE STILL OVER MAP)

(MR. CONDUCTOR IS AT INFORMATION
BOOTH, SWINGING HIS LEGS OVER
ARCH)

MR. C:

Of course, it really
wasn't Thomas' fault.
His brakes were stiff,
and he'd built up some
steam, that's all.

STACY:

I'd better build up
some steam, if I'm
going to get food for
our new guest.

* Now don't go anywhere
* until I get back.

MATT:

* We won't.

(STACY EXITS TO STREET)

MR. C:

I'd like to meet our
new guest. If you think
he wouldn't mind.

SCENE 4 (C) (CONTD)

TANYA:

Are you sure he
won't be too big
for you?

MR. C:

(INDIGNANT)

Quite sure, thank
you.

MATT:

(HE TAKES MR. CONDUCTOR'S HAND)

Then come on. I'll
take you over.

(MR. CONDUCTOR TAKES MATT'S HAND
AND THEY CROSS TO TICKET BOOTH)(MR. CONDUCTOR VANISHES OFF HAND
AND APPEARS BESIDE RABBIT)

MR. C:

How do you do. I'm
Mr. Conductor. I
gather you're a
rabbit.

(PAUSE. AS THOUGH LISTENING)

Is that so? Well,
let me just say

(MORE)

SCENE 4 (C) (CONTD)

MR. C: (CONTD)

that you've chosen
the best station on
the line to visit.
You'll find everyone
here absolutely
delightful.

SCHEMER: (O.S.)

(SINGS)

I GOTTA BE MEEEE ...

I GOTTA BE MEE ...

MR. C:

Well, almost every-
one. So long, Tanya,
Matt, and friend.
When he comes, I go
-- The End.

(SPFX: MR. CONDUCTOR DISAPPEARS)

SCENE 5
(MAINSET)

(ENTER SCHEMER. HE SEES MAP MATERIAL)

SCHEMER:

Well, well, what's
this? Arts and
crafts period?

TANYA:

Hi, Schemer.

MATT:

We're making a map.

SCHEMER:

Of what? Make-
Believe-Land? Of
Little-Kid-Pretend-
Town?

(NOTICES RABBIT)

Or maybe of the
Magic Bunny Zone?

TANYA:

Of the whole Indian
Valley Railroad Line.

SCHEMER:

Isn't that adorable ...

(MORE)

SCENE 5 (CONTD)

SCHEMER: (CONTD)

(SUDDEN INSPIRATION)

Wait a minute!

Genius time!

- * We could make a
- * map of the whole Indian
- * Valley Railroad line.

MATT:

- * That's what she
- * just said.

(MORE)

SCENE 5 (CONTD)

SCHEMER:

*

*

Look, just
put Mt. Careful over
there --

MATT:

I don't think that's
right.

SCHEMER:

Why not?

MATT:

Because it's in the
middle of a lake.

(SCHEMER THINKS HARD FOR A SECOND,
THEN CHANGES HIS MIND)

SCHEMER:

You're right. Let's
rethink it. Okay,
here's the deal --
we'll all go on a
train together, and
make the map as we go!
That's it! We see a
place -- boom, you'll

(MORE)

SCENE 5 (CONTD)

SCHEMER: (CONTD)

mark it down. We don't
see a place -- boom,
you won't mark it
down. Talk about
accurate!

*

*

*

(HE DASHES OVER TO THE CLOCK, AND
LOOKS UP)

SCHEMER: (CONTD)

The next local will
be here any minute.
So -- you kids got
some money?

TANYA:

What for?

SCHEMER:

For train fare, of
course. This is a
business trip.

(MORE)

SCENE 5 (CONTD)

SCHEMER: (CONTD)

Everybody pays their
own way until it's
done, and then you'll
reimburse me. Any
kind of cash is okay
-- allowances in a
sock, piggy banks,
Christmas Club
accounts --

SCENE 6 (C)
(MAINSET)

(SPFX: MR. CONDUCTOR APPEARS
ON TICKET BOOTH. HE IS HOLDING
A HAND-LETTERED SIGN, WHICH SAYS:
"DON'T GO -- SAY NO," AND IS
WARY OF BEING SEEN BY SCHEMER)

(MATT SEES THE SIGN, FROWNS,
AND LOOKS DISTRACTED)

SCHEMER:

Matt. What? You
look like you're
receiving trans-
missions from outer
space.

MATT:

"Don't go -- say
no ... "

SCHEMER:

Who, me? I want to
go! You guys can't
do this yourselves.
But thanks anyway.

(MATT LOOKS AGAIN AND SEES ...)

(MR. CONDUCTOR TURNS SIGN AROUND.
IT READS: "HE'LL GET LOST/
YOU'LL PAY THE COST")

(MATT FROWNS AGAIN)

SCENE 6 (C) (CONTD)

MATT:

"He'll get lost.

You'll pay the cost."

TANYA:

Come on, Matt. It'll
be fun!

MATT:

(WALKING TO ARCADE)

I don't know. I
don't think we should.

SCHEMER:

Okay, okay, you're
twisting my arm --
I'll pay for the
tickets. You play
hardball, Matthew.
It's a pleasure at
last to meet an
opponent who is
worthy of sparring
with me.

(MATT STOPS AT JUKEBOX. PUTS
NICKEL IN)

SCENE 6 (C) (CONTD)

MATT:

It's not that ...

Um ... hey! Can I

play a song?

SCENE 7 (J)
(INT. JUKEBOX)

* (NICKLE DROPS DOWN)

(THE PUPPETS ARE AT THEIR
INSTRUMENTS)

GRACE:

Maybe we should play
a long tune -- give
Matt a chance to
think about it.

DIDI:

What's to think about?
Yuck-o-rama.

TITO:

I know Schemer's a
drag, man. But it's
cool to ride on a
train.

GRACE:

* Let's just see what
happens.

SCENE 8
(MAINSET)

(SCHEMER IS GETTING IMPATIENT)

SCHEMER:

Come on, Matt. My
idea's getting stale.
We have to act now!
We gotta be forceful!
Dynamic! But go
ahead, take your time,
think about it, slowly
and carefully ...

(SFX: TRAIN WHISTLE)

SCHEMER: (CONTD)

No more thinking!

Let's go!

(SCHEMER HERDS TANYA UP TO THE
ARCH. MATT LOOKS AT RABBIT,
BUT HOLDS BACK)

MATT:

But we're supposed
to watch the rabbit ...

TANYA:

Matt! Come on!

It'll be fun.

SCENE 8 (CONTD)

(RELUCTANTLY, MATT GOES THROUGH
ARCH, FOLLOWED BY TANYA)

(SCHEMER TRIES TO PUT THE MAP
IN HIS POCKET, BUT MISSES AND
ACCIDENTALLY LEAVES IT ON THE
PLATFORM FLOOR)

SCENE 9 (J)
(INT. JUKEBOX)

(THE PUPPETS ARE SURPRISED)

REX:

Whoa, what happened?

Everybody left.

TEX:

Time waits for no

man, Rex.

REX:

Or woman, Tex.

TEX:

Thank you, Rex.

REX:

You're welcome, Tex.

GRACE:

He put the nickel in.

So we have to play

whether anybody's

there to listen or

not. The selection

is "Red River Valley."

(INTO MUSIC: "RED RIVER VALLEY")

(PUPPET SONG: "RED RIVER VALLEY"
LYRICS TO COME)

SCENE 10 (C)
(MAINSET)

(TOWARD END OF SONG, STACY RETURNS
FROM STREET, WANDERS AROUND MAIN
ROOM, PUZZLED, AS SONG WINDS DOWN)

STACY:

Matt? Tanya?

(NO ANSWER)

Harry? Are the kids
in there?

(HARRY STICKS HIS HEAD OUT OF
WORKSHOP)

HARRY:

I thought they were
with you.

(SPFX: MR. CONDUCTOR APPEARS ON
INFORMATION BOOTH)

MR. C:

They're with Schemer.

(OFF THEIR LOOK AT HIM)

He convinced them
to join him on a
train trip. To
map out the line.

SCENE 10 (C) (CONTD)

HARRY:

(DISGUSTED)

That sounds like
Schemer, all right.
Maybe they're still
out on the platform --

(HARRY EXITS THROUGH ARCH)

(MR. CONDUCTOR TURNS TO STACY)

MR. C:

Don't worry, Stacy.
Matt and Tanya know
enough to find their
way back to Shining
Time Station.

STACY:

(FORCING IT)

Oh, sure. I know ...

MR. C:

I mean it. I heard
them talking. They're
just going to ride
around a bit.

(MORE)

SCENE 10(C)(CONTD)

STACY:

* It makes me worry to
* think of them out
* there with Schemer. I
* wish they had followed
* my directions and stayed
* here.

MR. C:

* Sometimes people get confused
* and they forget what direction
* they're supposed to
* go in. I'm sure they
* wouldn't have left if
* they had known it would
* make you worry.

STACY:

You're sweet, Mr. Conductor.

MR. C:

(FLUSTERED)

I'm not sweet. I just
want to be useful. Maybe
I'm not explaining myself
very well. Tell you what --
you look down the Anything
Tunnel and you'll see
what I mean.

(STACY CROSSES TO ANYTHING TUNNEL)

SCENE 11 (MV)
(VTPB: LISTEN TO ADVICE
FROM FRIENDS)

SCENE 12 (C)
(MAINSET)

STACY:

Sometimes being sweet
is being useful.

(MORE)

SCENE 12 (C)
(MAINSET)

(HARRY RETURNS FROM PLATFORM,
HOLDING THE TRACED MAP)

HARRY:

No kids. But I
found this. So they
caught some train,
all right.

STACY:

(TAKES MAP, EXAMINES IT)

Well, only two trains
have stopped here
since we last saw
them -- one north,
and one south.
Maybe we can figure
out where they went
from this map. Sure,
look -- somebody
circled Twiddley
Junction, and there's
an arrow pointing
north of it.

SCENE 12 (C) (CONTD)

*
*
*
*

MR. C:

Have they had enough
time to get to Twiddley
Junction?

HARRY:

Got there a little
while ago.

STACY:

(CROSSES TO PHONE)

Then let's try calling.

(DIALS)

Hello? Mr. Campbell?
Stacy Jones at Shining
Time Station ... they
are? Oh, good --

(COVERS RECEIVER)

Bingo! They're in
Gene Campbell's.

(MORE)

SCENE 12 (C) (CONTD)

STACY: (CONTD)

waiting room. Safe
and sound.

(TO PHONE)

Could you put them
on the next train
back here? Thanks,
Mr. Campbell. Bye.

(HANGS UP)

HARRY:

But now who do those
kids think they are,
running off like
that? I'm going to
teach that Tanya a
lesson. Yes, sir.

STACY:

Oh, I don't know,
Harry. All kids
like to explore.

HARRY:

Well, there's exploring
-- and then there's

(MORE)

SCENE 12 (C) (CONTD)

HARRY: (CONTD)

running off and letting
everybody worry about
you.

STACY:

* I agree. But the important
* thing now is that they're safe.

MR. C:

You could tell them
that the next time they
want to go exploring
without asking permission,
they might try doing it
with their imaginations.

HARRY:

Save themselves some
train fare, too.

(TIME PASSES)

(SFX: TRAIN WHISTLE
TRAIN ARRIVES
TRAIN WAITS
TRAIN PULLS OUT)

SCENE 13 (C)

(STACY, HARRY, & MR. CONDUCTOR
ALL TURN TOWARD ARCH)

(MATT AND TANYA ENTER, LOOKING
A LITTLE TIRED. THEY LOOK
* AROUND.)

* MATT:

It was your fault.

You wanted to go.

* TANYA:

No it wasn't. It was
your fault, because
you agreed to go, too.

STACY:

There you are.

* (STACY AND HARRY GIVE THEM A HUG)

* STACY: (CONTD)

(SLIGHTLY ANNOYED)

You know, we were all
worried about you.
You shouldn't just
disappear like that
without asking
permission.

SCENE 13 (C)

MATT:

We're sorry. But
Schemer made it sound
like it would be a
good way to work on
the map. Then he
left the map behind
by accident.

HARRY:

Where is Schemer,
anyway?

SCENE 13(C): (CONTD)

TANYA:

He's not back yet?

STACY:

We thought he
was with you two.

TANYA:

He was. But we
decided to get
off the train.

STACY:

So Schemer kept
on going?

(MORE)

SCENE 13 (C) (CONTD)

MATT:

Uh-huh.

(BEAT. HE TRIES TO JUSTIFY
HIMSELF)

We just wanted to
work on the map!

TANYA:

Yeah. Plus ...

HARRY:

Plus what?

TANYA:

We wanted to ride
the trains!

(STACY AND HARRY LOOK AT EACH
OTHER. SUPPRESS SMILES)

STACY:

Well, next time you
want to ride the
trains, ask one of
us to go with you.
And now I have to go
back to work!

(STACY EXITS TO LOST AND FOUND)

(HARRY PLODS TO HIS WORKSHOP --
STOPS AND TURNS BACK)

SCENE 13 (C) (CONTD)

HARRY:

Was it fun?

(BOTH KIDS NOD EAGERLY. HARRY
NODS SLIGHTLY, EXITS INTO
WORKSHOP)

(THE KIDS RUSH UP TO MR. CONDUCTOR)

MATT:

Mr. Conductor! We
saw this huge steam
shovel working on a
bridge!

TANYA:

And some geese flying
in the sky in a big
V-shape!

MR. C:

Oh, yes. You can see
a lot from a train.
Next time, though,
go with Stacy or Harry.

MATT:

Okay ...

TANYA:

We just wanted to
explore a little.

SCENE 13 (C) (CONTD)

MR. C:

I know. Everyone
likes to do that now
and then -- even the
* engines on the Island of
Sodor. But you
can't always be
sure of what's going
to happen. Like the
time Percy was working
on the harbor ...

(HE BLOWS WHISTLE)

(SPFX: THOMAS INTRO FX)

SCENE 14 (T)

* (VTPB: THOMAS #³⁷. "PERCY
TAKES THE PLUNGE")

SCENE 15 (C)
(MAINSET)

TANYA:

But that was the

* boxcar's (truck's) fault.

(SFX: TRAIN ARRIVING, WAITING)

MR. C:

Not really. Percy

should have known

better than to trust

* those boxcars (truck's).

Besides, that board

was there because the

area was dangerous for

engines. Percy should

have thought twice

before he decided to

go exploring out there.

SCHEMER: (O.S.)

Yeah, yeah, I know where

the station is.

MR. C:

Uh-oh -- guess who's

coming? You-know-who/

(MORE)

SCENE 15 (C) (CONTD)

MR. C: (CONTD)

Guess who's leaving?

Me. Adieu!

(SPFX: MR. CONDUCTOR DISAPPEARS)

SCENE 16
(MAINSET)

(SCHEMER ENTERS. HE IS ESCORTED
GENIALLY BY PEPE AND BRISTLES AT
BEING LED)

SCHEMER:

Listen, my friend, I
know this place. I
am Shining Time Station.

STACY:

(ENTERING FROM LOST AND FOUND)

I beg your pardon,
Schemer?

SCHEMER:

Okay, okay ... but I
am the Arcade, right?

STACY:

(TO PEPE)

Hello again.

PEPE:

I brought him back.

SCHEMER:

Yeah, well --

PEPE:

He was lost.

SCENE 16 (CONTD)

SCHEMER:

* I wasn't lost. I just
* momentarily forgot the
* way.

STACY:

* Forget anything else,
* Schemer?

SCHEMER:

(ASTOUNDED)

* Yeah well, I knew they were
* smart enough to get back on
* their own.

HARRY:

* They are certainly smarter
* than some people I know.

STACY:

You had no trouble finding
your way back here?

SCENE 16 (CONTD)

PEPE:

(SHAKES HEAD)

I am very far from
home. But I always
find my way back.

MATT:

Where is Pepe from?

(ANGLE ON: PEPE. HE LAUGHS, AD
LIBS WHERE HE IS FROM, WHAT HE
DOES AND INTROS HIS SONG. BEFORE
HE STARTS HIS SONG WE ...)

(CUT TO: JUKEBOX)

SCENE 17 (J)
(INT. JUKEBOX)

(THE PUPPETS ARE FASCINATED)

DIDI:

Wow. That guy came
here all the way from
South America. How
come we can't get
around like that?

TITO:

Like who wants to?
I was traveling with
Xavier Cugat, the
famous bandleader, for
two years, man. It is
no fun, let me tell you.

TEX:

Now I didn't know you
played with Xavier
Cugat, Tito. I'm
impressed. 'Course,
life on the road isn't
any picnic, you're
right about that.

(MORE)

SCENE 17 (J) (CONTD)

TEX: (CONTD)

Truck-stop food, flea-
bag motels, and the
same set every night
in one two-bit honky-
tonk after another.

REX:

I kinda miss that life,
Tex.

(PAUSE. THERE IS DISSENT AMONG
THE BOY BROTHERS FOR THE FIRST
TIME)

TEX:

Well, you can miss it
without me, Rex. I'm
happy to stay right
here.

REX:

(PAUSE)

Let's talk about this
some other time, Tex.

TEX:

Good idea, Rex.

SCENE 17 (J) (CONTD)

GRACE:

Quiet, you guys.

* Pepe's playing.

SCENE 18
(MAINSET)

(MUSIC: PEPE DOES HIS NUMBER)

(AFTER, TO APPLAUSE, HE WAVES
GOODBYE, AS SCHEMER WALKS HIM TO
THE PLATFORM)

SCHEMER:

Terrific, Pepe. But
let me walk you to
the train. I want
to explain to you my
theory about entertain-
ment. See, your problem
* is, you just performed
free --

(THEY EXIT. STACY TAKES THE MAP
INTO HARRY'S WORKSHOP)

SCENE 19 (C)
(MAINSET)

(SPFX: MR. CONDUCTOR APPEARS AT
TICKET BOOTH, STANDING BY RABBIT)

MR. C:

Matt? Tanya? Could
you come here a minute,
please?

(THE KIDS RUN OVER)

MATT:

I guess we shouldn't
have left the rabbit
all alone, huh, Mr.
Conductor?

MR. C:

Well, you did promise
to take care of him.
You know, I think he'd
be more happy if he
went back home.

TANYA:

Do you know where he
lives?

SCENE 19 (C) (CONTD)

MR. C:

(POINTING TO MURAL)

He lives in a field
-- like that one over
there.

(POV: KIDS. WE SEE FIELD ON MURAL.
UNDER:)

MR. C: (CONTD)

And, of course, all
his family and friends
live there, too.

(RESUME SHOT OF MR. CONDUCTOR)

MR. C: (CONTD)

* Maybe I should take
him home now. What
do you think?

MATT:

Oh, yes, Mr. Conductor.
He must be lonely.

(TANYA ADDRESSES RABBIT)

TANYA:

Bye, Mr. Rabbit.
Thanks for visiting
us.

SCENE 19 (C) (CONTD)

MR. C.:

(TO RABBIT)

* All right, now.
* And don't start
* hopping around. I'm
* not used to doing this
with other creatures.
One...two...three...

(SPFX: MR. CONDUCTOR AND RABBIT
DISAPPEAR)

SCENE 20
(MAINSET)

(SCHEMER ENTERS FROM ARCH)

SCHEMER:

Nice guy, that Pepe.
But you know how it
is with those artist-
types. They don't
realize that business
is life.

(STACY EMERGES WITH MAP)

STACY:

Well, we've made a
start. Now let's
finish the map.
Then we'll put this
up so our passengers
can tell where they
are.

SCHEMER:

Nah. Let 'em get
lost.

STACY & KIDS:

Sche-mer ...

SCENE 20 (CONTD)

SCHEMER:

(ALL INNOCENCE)

I'm kidding, I'm
kidding. Yeah, I'll
help you put it up.
It's the least I can
do ... is the Arcade
on it?

MATT:

No!

*
*
*
*

(SCHEMER LOOKS AROUND, AND HIS EYES
FOCUS ON TICKET BOOTH)

SCENE 20 (CONTD)

SCHEMER: (CONTD)

Hey, wait a second.

Where's the bunny?

MATT:

Uh -- somebody took
him home.

SCHEMER:

Who? I didn't see
anybody?

(THE OTHERS ALL SHRUG)

SCHEMER: (CONTD)

This place really is
haunted.

* (STACY AND KIDS TAKE MAP AND-
BEGIN TO MOUNT IT AS ...)

(MUSIC)

(FADE)